

GAME BOY ADVANCE

NICKELODEON

SpongeBob SQUAREPANTS

SUPER SPONGE

AGB-BDFP-HOL

SHADY
SHOALS
REST HOME



INSTRUCTION BOOKLET
HANDLEIDING

THQ

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Game Boy Advance Game Pak getest volgens:

- TOY Directive (88/378/EEC) EN50088, EN71 Part 1, 2, 3
- EMC Directive (89/336/EEC)



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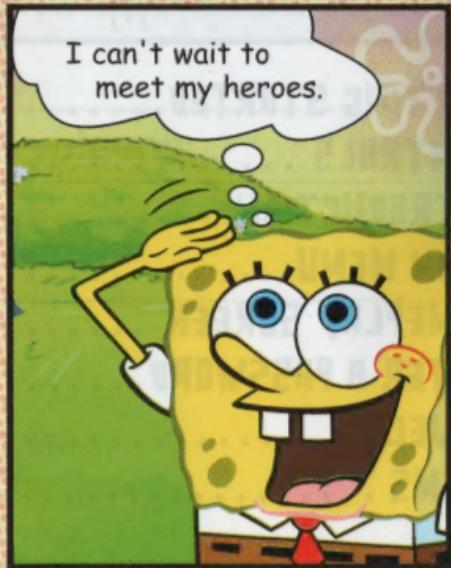
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GETTING STARTED

Insert the **SpongeBob SquarePants™: SuperSponge** cartridge into your Game Boy Advance™ system and turn the power on. Once the game has booted up, press START to bring you to the main menu. From there you can start a new game, continue, or configure the game via the Options Menu. Make sure that the power is off on your Game Boy Advance™ system before inserting or removing the Game Pak.

2



CONTROLS



Control Pad ▲/▼

Move SpongeBob

Control Pad ▲/▼

Look Up / Look Down

A Button

Jump / Select Menu Item

B Button

Karate Chop / Use the equipped item / Return to previous screen

B Button

Launch Jellyfish

START

Pause game

L Button

Press this button to view SpongeBob's status (health, item and number of uses available, number of lives, number of spatulas).

R Button

Suck up shells with the Coral blower. Blow bubbles with the Bubble Wand. Capture Jellyfish with the Jellyfishing Net.

SpongeBob Tip



SPONGEBOB HAS ONE OTHER MOVE IN HIS SQUAREPANTS - THE BUTT BOUNCE. USE IT TO SQUASH THOSE WHO STAND IN YOUR WAY. PRESS THE A BUTTON TO START A JUMP, THEN WHILE YOU'RE IN MID-AIR, TAP THE A BUTTON AGAIN. SPLAT!!! ANY BADDIE BENEATH SPONGEBOB IS NOW HISTORY. USE THE CONTROL PAD TO STEER SPONGEBOB LEFT OR RIGHT WHILE HE'S IN THE AIR.

INTRODUCTION

Welcome to Bikini Bottom! SpongeBob is ready for another nautical adventure and he'll need your help. You see it's Patrick Star's birthday and SpongeBob would like to get his best friend the best birthday present ever - autographs from their favourite superheroes. That's right, autographs from Mermaid Man and Barnacle Boy!

But Mermaid Man and Barnacle Boy are just looking for some much-needed rest - they've just completed a long morning patrol at Shady Shoals Rest Home. So when

SpongeBob arrives to ask them for their autographs, they send him away on increasingly difficult challenges. If you can help SpongeBob complete each quest, you'll win the ultimate prize - superhero autographs for Patrick Star!



MAIN MENU

Press START from the Title Screen to bring up the Main Menu. Here you can perform the following actions:

START A NEW GAME - Begin a new adventure on Bikini Bottom in search of the perfect birthday present for Patrick Star.

CREDITS - See who worked on this exciting SpongeBob SquarePants game.

OPTIONS - Customize the game. Adjust the sound effects and music volume or change the controller options.

ENTER A PASSWORD - See page 8 for more information.

GAMEPLAY SCREEN



The item or power-up and the number of uses available to SpongeBob

The number of tries available to SpongeBob

The number of spatulas SpongeBob currently has collected

Health

ENTER A PASSWORD

At the beginning of each level you will be given a four-digit password. Write it down and enter it via this screen to pick up where you left off. While playing the game you can view your latest password by pressing START.



LEVELS

CHAPTER 1: BIKINI BOTTOM

Mermaid Man and Barnacle Boy have come up with their first challenge for SpongeBob! They want the ultimate sandwich to satisfy their hunger after a long day of patrolling Shady Shoals Rest Home. So it's up to SpongeBob to find the ultimate ingredients: bread, lettuce, Sea Nut Butter and Jellyfish Jelly. Visit Jellyfish Fields, Sandy's Tree Dome, Fish Hooks Park and Downtown Bikini Bottom as SpongeBob tries to complete the tasks. Watch out for the



big boss, the Mother Jellyfish. This massive creature just wants to protect her young, so be careful - those electricity bolts can be a real shocker!



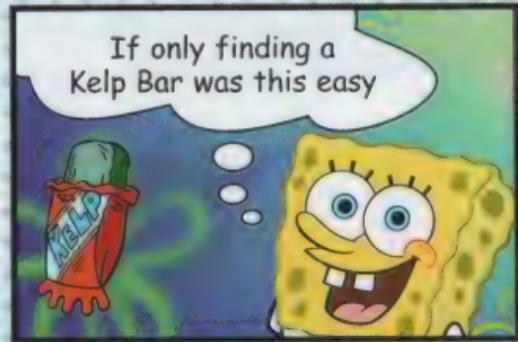
CHAPTER 2: TO THE CENTER OF THE EARTH

With their meal complete, Mermaid Man and Barnacle Boy have requested some beauty products. In this adventure, SpongeBob will have to travel through the Cavernous Canyons, Thermal Tunnels, Acrid Air Pockets and the Lava Fields to collect items like Kelp Cream, a loofah sponge, a mud pack and false teeth. At the end of the chapter, SpongeBob will have to defeat The Robotic Sub-Shark, one of Plankton's inventions gone haywire. It waits for you in the depths of the Lava Fields.



CHAPTER 3: BIKINI BOTTOM PREHISTORIC TIMES

In this adventure, SpongeBob will use Plankton's time machine to go back into Prehistoric Bikini Bottom looking for new uniforms for Mermaid Man and Barnacle Boy. Search through the Precipice Canyon, Desert Wasteland, Kelpozoic Jungle and Inside the Whale to obtain a Clam Bra, Shell Slippers, a Starfish Mask and a pair of Superhero Pants. Be wary! Inside the Whale, SpongeBob must battle a parasitic worm! Yuck!!!



CHAPTER 4: ROCK BOTTOM

Barnacle Boy wants his favourite snack, a Kelp Bar. The only problem is, there's only one place to find this rare treat - the shady outskirts of Rock Bottom. SpongeBob will need to adventure down The Road to the Bottom of Rock Bottom, Lonely Souls, The Graveyard and The Last Stop while trying to find the elusive snack. Will he ever find one? The boss in this chapter is none other than the infamous Flying Dutchman who has been scaring the residents of Bikini Bottom for years. What a sponge won't do for his favourite superhero!



CHAPTER 5: INDUSTRIAL

SpongeBob finally returns only to find out that the Shady Shoals TV has broken. If SpongeBob doesn't fix it fast, Mermaid Man will miss his favourite cartoon. Guide SpongeBob through Jellyfish Fields, Man Ray's Lair, the Oil Rig and the Canning Factory while obtaining items such as a monkey wrench, a TV antenna, a hammer and an oil can. The boss in this chapter is the Iron Dogfish, a creature that no one really knows anything about. Good luck SpongeBob!

ITEMS



BALLOON

Sometimes there are items just out of SpongeBob's reach with a normal jump. Balloons will give SpongeBob the added boost to jump higher and remain in the air longer.

BUBBLE WAND

SpongeBob uses this to blow bubbles. Press the R Button to blow a bubble.



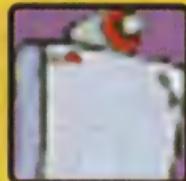
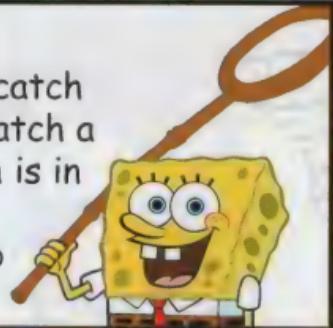
JELLYFISH LAUNCHER

The Jellyfish Launcher is a more powerful version of the Jellyfishing Net. Press the B Button to launch jellyfish from the Launcher at the enemy.



Jellyfishing Net

The Jellyfishing Net allows SpongeBob to catch jellyfish and toss them at the enemy. To catch a jellyfish, press the R Button - if a jellyfish is in range, the net will capture it. Press the B Button to throw the jellyfish at the enemy. SpongeBob can hold up to ten jellyfish in his net at one time.



CORAL BLOWER

The Coral Blower is similar to the Jellyfishing Net. It allows SpongeBob to suck up seashells and coral and launch them at the enemy.

Press and hold the R Button to turn on the Coral Blower. If any seashells are within a short distance of SpongeBob they will be sucked in. Let go of the R Button to release the coral.

PICK-UPS AND POWER-UPS



PATTY BURGERS

Restores SpongeBob to full health.



SALTY FRIES

Restores 25% of SpongeBob's health.



UNDERPANTS

Make sure you pick up this item when you see it, it gives SpongeBob an extra life!



SALTY SHAKES

Restores 50% of SpongeBob's health.



GOLDEN SPATULAS

Collecting 50 spatulas will reward the player with an extra life.

QUEST ITEMS

These sparkly items are located at the end of each level. Collect them to complete the level and move on.



BUBBLE MIXTURE / JELLYFISH JAM

In order to use the Jellyfish Launcher and the Bubble Wand, SpongeBob needs supplies. Grab these pickups to keep the action going.



SpongeBob Tip



COLLECTING 50 SPATULAS WILL AWARD
SPONGEBOB WITH AN EXTRA LIFE.
(SEE PAGE 17.)

OPTIONS

From the Options Menu, you can customize the game. Change what the buttons do on the controller or adjust the sound effects and music volume.



GETTING STARTED

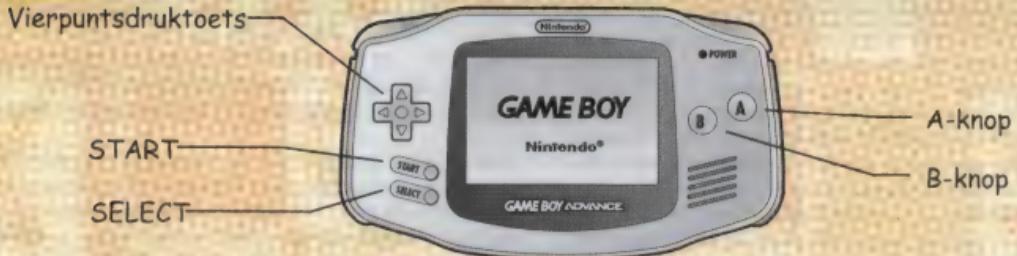
HET SPEL STARTEN

Plaats de spelcassette van **SpongeBob SquarePants™** **SuperSponge** in de Game Boy Advance™ en zet deze aan. Nadat het spel is opgestart, druk je op START om naar het hoofdmenu te gaan. Hier kun je een nieuw spel starten, een opgeslagen spel laden, of de instellingen wijzigen via het menu Options (opties). Plaats of verwijder nooit een spelcassette als de Game Boy Advance™ aan staat.



CONTROLS

BESTURING



Vierpuntsdruktoets ▲/▼

Vierpuntsdruktoets ▲/▼

A-knop

B-knop

B-knop

START

L-knop

R-knop

SpongeBob verplaatsen

Naar boven/Naar beneden kijken

Springen/Menuoptie selecteren

Karateslag/Gekozen voorwerp gebruiken/Terug naar vorig scherm

Kwal gooien

Spel onderbreken

Druk op deze knop om te kijken hoe het gaat met SpongeBob (gezondheid, beschikbaarheid voorwerpen, aantal levens, aantal spatels).

Schelpen opzuigen met de Coral blower (koraalblazer). Bubbles blazen met de Bubble Wand (bubbelstokje). Kwallen vangen met het Jellyfishing Net (kwallennet).

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Besturing

FUNCTION

Vierpuntstruktoets LINKS/RECHTS
 Vierpuntstruktoets OMHOOG/OMLAAG (ingedrukt houden)
 Vierpuntstruktoets OMHOOG/OMLAAG (spelbestruring)
 Vierpuntstruktoets OMHOOG/OMLAAG (krullen)
 Vierpuntstruktoets OMHOOG/OMLAAG (gebruikt houden) + A-knop
 Vierpuntstruktoets (ingedrukt houden) + A-knop
 A-knop
 Ingedrukt houden
 A-knop (Springen), dan op A-knop drukken
 Vierpuntstruktoets OMHOOG + B-knop
 B-knop
 L-knop
 R-knop
 START

Springen en in vliekante ruimte verstoppen
 Zwerven (gebruik de vierpuntstruktoets om in
 Bel blazoen
 Bel omhoog blazoen
 Speciale voorwerpen bekijken
 Speciaal voorwerp activeren
 Bel blazoen
 Spongebob te sturen als hij opgебlazen is)

Springen en in vliekante ruimte verstoppen
 Zwerven (gebruik de vierpuntstruktoets om in
 Bel blazoen
 Bel omhoog blazoen
 Speciale voorwerpen bekijken
 Speciaal voorwerp activeren
 Bel blazoen
 Bel omhoog blazoen
 Bel blazoen

Spel onderbreken/Filmfragment overstaken
 Spongebob omhoog

Vierpuntstruktoets OMHOOG.
 Opmerking: als je een bord will lezen of een deur will bluinen gaan, zet je Spongebob eerst voor het bord of de deur. Druk dan op de



FUNCTIONS

1. Zet je Nintendo Game Boy Advance™ uit. Plaats of verwijder nooit een spelcassette als de Game Boy Advance™ aan staat.
2. Plaats de spelcassette van SpongeBob SquarePants™: Revenge of the Flying Dutchman in de Game Boy Advance™. Druk de spelcassette stevig aan.
3. Zet de Game Boy Advance™ AAN. Het creditsscherm wordt zichtbaar (als je het creditsscherm niet ziet, begin je opnieuw bij stap 1).
4. Druk in het titelscherm op START om met het spel te beginnen.

Quickstart in het Nederland - Het spel starten

Bonus Games

Jellyfish Rodeo

Finding a "Jellyfish Rodeo" sign within a level means that you've found the 3D Jellyfish Rodeo bonus game. In this game, SpongeBob is given the opportunity to earn extra lives. Make it to the Finish line by trying to stay on the wild jellyfish as it bucks and weaves its way around obstacles and other jellyfish. Collect enough balloons and earn extra lives!

Jellyfish Farm

It's time to boogiel! Collecting 100% of the gold balloons in the first chapter unlocks a dance challenge against a skilled jellyfish.

Doubleton Hunt

Collecting 100% percent of the gold balloons in chapters two through four unlocks the Doubleton Hunt. Use the Bounce Bubble to collect all the balloons in the time limit to earn an extra life.

Mini-Games

Throughout the game, you'll have a chance to participate in various mini-games - sometimes for a special reward!

Special Item Challenges

Kachrah try At the Tree Dome

Sandy challenges SpongeBob to see how many acorns he can karate chop. Chop 20 acorns and get the Karate Glove.

Jellyfish Round Up

SpongeBob finally gives in to Patrick's requests to go jellyfishing. If SpongeBob captures all of the jellyfish in this challenge, he is given the Jellyfishing Net.

Krabby Patty Napping

Plankton is trying yet again to steal the Famous Krabby Patty recipe. SpongeBob will have none of this as he battles Plankton's robot drones. Save the recipe and you'll acquire the Squakky Boots!

A passing iceberg causes a sudden snowstorm in Bikini Bottom and SpongeBob must traverse the icy landscape in order to make another delivery for the Krusty Krab. Mr. Krabs got a special surprise waiting for you at the end of this chapter!

Note: After completing the first four chapters, the final chapter is unlocked.

After finding all of the Flying Dutchman's treasure, SpongeBob returns to the Dutchman for the wish he was promised. The Dutchman, however, has suddenly decided to come out of retirement and relive his pirating days. He threatens all of SpongeBob's friends and takes them as his captive crewmen on his ship. SpongeBob must rescue all his friends and then face the Flying Dutchman in a final showdown to receive his wish! Find friends, avoid his shot rocket, sonic scare attacks and his mystic fire breath!

Level 1: Roll Out the Barrel



Chapter 5: Dutchman's Due

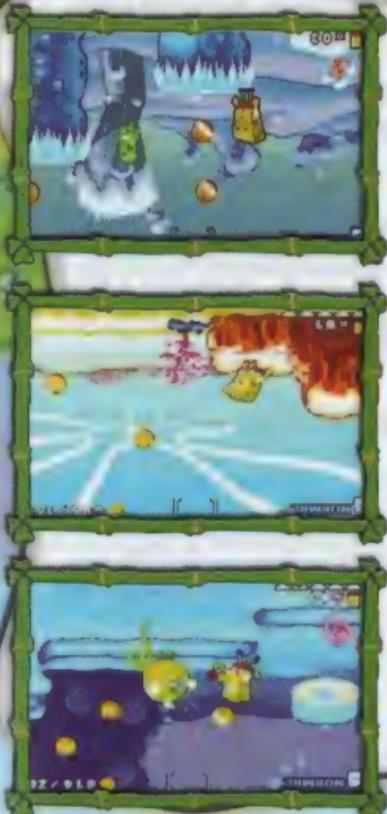
A passing iceberg causes a sudden snowstorm in Bikini Bottom and SpongeBob must traverse the icy landscape in order to make another delivery for the Krusty Krab. Mr. Krabs got a special surprise waiting for you at the end of this chapter!



Chapter 4: Walking the Plank

Level 1: Special Delivery

Treasure: Golden Armchair from Rock Bottom



Level 2: Urchin to Fight

SpongeBob to make Krusty Krab deliveries or risk losing business. Travel to the depths of Rock Bottom to make deliveries on time as you search for the Flying Dutchman's treasure.

Treasure: Lucky Boxer Shorts

SpongeBob must make yet another delivery. This time he is off to the barren underwater outfitback. Quicksand hazards work against you as you try to make your way to your hungry customer.

Treasure: Special Cup

Level 3: Snow Business

SpongeBob must make yet another delivery. This time he is off to the barren underwater outfitback. Quicksand hazards work against you as you try to make your way to your hungry customer.

Chapter 3: Out and About

Treasure: ClambaKE

Treasure: Dutchman Family Photo Album

Level 1: ClambaKE

SpongeBob searches for more treasure at Mussels Beach, a nice

place for soaking up rays. He must cross the Goo Lagoon in search

of the treasure... too bad SpongeBob doesn't know how to swim!

Level 2: Under the Boardwalk

Treasure: Peg leg

SpongeBob stumbles into an underground cavern as he seeks out

more treasure.

Level 3: Side Show SpongeBob

Treasure: Mermaid Man Issue No. 1

SpongeBob's next stop is the carnival, where he can bounce around on balloons or ride the Ferris wheel while searching for the Dutchman's treasure. An Alaskan Bulworm provides some heart-pounding action at the end of this chapter.



Chapter 2: Jellyfish Fields Forever

Treasure: 1st Place Bowling Trophy

SpongeBob's quest leads him to the Jellyfish Fields. Search for the keys that will unlock the chest containing one of the Flying Dutchman's lost treasures.

Level 1: Coral of the Story



SpongeBob's quest leads him to the Jellyfish Fields. Search for the keys that will unlock the chest containing one of the Flying Dutchman's lost treasures.

Level 2: It's a Jungle Out There



SpongeBob finds himself in the Kelpazooic Jungle as he searches for more of the Flying Dutchman's treasure.

Treasure: Parrot Statue

Oh no! The Hooks! SpongeBob will have to be very careful as he makes his way around this area. The hooks are dangerous to the touch, but SpongeBob might be able to take a ride on some! The Wild Jellyfish waits for you at the end of this level.

Treasure: Ancient Sword of Enchantment

Level 3: Catch of the Day



Oh no! The Hooks! SpongeBob will have to be very careful as he makes his way around this area. The hooks are dangerous to the touch, but SpongeBob might be able to take a ride on some! The Wild Jellyfish waits for you at the end of this level.

adventure begins!

While on his daily walk with SpongeBob, Gary catches a whiff of Flying Dutchman's trap. Which leads him to the magic bottle where the some kelp nifp, which leads him to the magic bottle prison and the Flying Dutchman is trapped. SpongeBob and Gary accidentally release the Flying Dutchman from his bottle prison and the

Treasure: Medal of Dishonor.

Level 1: Gary, Come Home

Chapter 1: Home Sweet Dineapple

Note: There are five chapters in the game, each with its own set of levels.



Chapters

Don't feel like writing down a password or losing your place when you have to stop playing for a while? **SpongeBob SquarePants™: Revenge of the Flying Dutchman** features a **Sleep Mode** which allows you to temporarily save your progress at any point in the game. When **Sleep Mode** is activated, the Game Boy Advance® system's display and CPU will shut down. **Sleep Mode** conserves battery power and saving your place in the game until you resume playing.

To activate **Sleep Mode**, simply press **START** to pause the game, highlight the **Sleep Mode** option (YES or NO options will appear) and select "YES" to enter **Sleep Mode** or "NO" to cancel. To return to your game from **Sleep Mode**, simply press the **L** Button, **R** Button and **SELECT** simultaneously. The game will then re-awaken and you will be able to continue from where you left off.

Sleep Mode



Saving a Game
After completing a level, a level achievements table will appear with a password. Be sure to write the password down exactly as it is shown for future reference! You will be unable to return to the saved point of the game if the password is incorrect.

Loading a Game
To load a previously saved game, select CONTINUE from the Main Menu. Now use the Control Pad to highlight a letter and press the A Button. Select the second letter and continue the process until the password is complete. If you make a mistake, use the B Button to go back. Once the final letter of the code is entered, you'll automatically be taken to the level of the password you entered.

Saving and Loading

Spongebob Squarepants™: Revenge of the Flying Dutchman uses a password system to save and load the game data.

Sea Anemone - A stationary critter, but wander too close, and you'll get stung by its tentacles.

Sea Anemone - A stationary critter, but wander too close, and you'll get stung by its tentacles.

Sea Creature - Watch out for these near cave entrances and dark areas! Tiny bubbles may tip you off to their location.

Football - Floats in place and shoots little eggs from its noggin. Try hitting them with a normal bubble to deflate them temporarily.

Sand Worm - The sand worm burrows through sandy areas and leaps into the air trying to catch SpongeBob in his path. A blow from a strong bubble will send the sand worm back underground.

Blue Eel - Eels pace back and forth blocking SpongeBob's path. Get too close and a nasty shock awaits you! A well-placed bubble can stun them into a heap so you can leap over them.

Pirate Ghost - If one of these scary dudes catch up to SpongeBob, they will give him a bear hug and pull him down through the floorboards to the level below.

Sea Urchin - This creature will ram back and forth, poking SpongeBob if he gets too close. Normal bubbles have no effect on this creature, but a strong bubble should do the trick.



Scallop Swarm - Scallops may be small, but they come with a nasty bite! or other foes, you will take some damage.

Giant Clam - Use these babies as springboards or jump inside their open mouth to get shot directly across from where the clam is facing (these allow SpongeBob to break some obstacles). The clams won't directly injure you, but if you get shot into a jellyfish get shot directly across from where the clam is facing (these allow SpongeBob to break some obstacles).

Flying Dutchman - The ghostly antagonist of our story.

Blue - a rare find, these move in a circle

Purple - these move from left to right

Green - these move up and down

Pink - your typical jellyfish, stationary and easy to catch

Bellyfish - Touch these and you'll be in for a nasty shock! Jellyfish come in four varieties:

Foes

constantly plotting to steal the famous Krabby Patty recipe.

Plankton - The mean and pretentious owner of the Chum Bucket who is

Gary - SpongeBob's beloved meowing pet snail.

money-hungry boss.

Mr. Krabs - The greedy owner of The Krusty Krab and SpongeBob's



annoyed by everything.



Squidward Tentacles - Co-worker and neighbor of SpongeBob. This octopus is SpongeBob's pals.



Sandy Cheeks - A thrill-seeking, karate-chopping squirrel from Texas and one of



starfish hangs on SpongeBob's every word.

Friends



Press START at any time to pause the game and access the following options:

Continue - Return to Bikini Bottom!

Sound - Access the Sound menu.

Exit Level - Return to Level Select menu.

Quit Game - Exit game and return to Main menu.

Note: Pressing START during a multi-game simply pauses the game. Press START again to continue.

SPECIAL ITEMS

You'll get a shot at Special Item challenges after completing two levels in a chapter. To use a Special Item, press the L Button to select the item and the R Button to activate it. If you successfully complete each challenge, you can gain the following items (See "Minigames" on page 22 for more information):

 **Karate Glove** - Allows SpongeBob to deflect or wipe out certain objects or enemies.

 **Jellyfishing Net** - Allows SpongeBob to capture jellyfish.

Note: These Special Items do not affect some enemies. Be careful when using them.

 **Squeaky Boots** - When equipped, SpongeBob can jump higher than normal. Hold the R Button to make SpongeBob run.

SpongeBob can also pick up other items to help him along his quest.

PICK-UPS

Underwear - Replenishes SpongeBob's health meter.

Sponge - Gives SpongeBob an extra life.

In order to collect the treasures of the Flying Dutchman, SpongeBob will have to collect three gem keys that are scattered throughout each level. Once he has collected them, he can unlock the main treasure chest located somewhere in that level and obtain one of the Dutchman's prized possessions. There are 10 main treasure chests this days of scavenging the high seas are also scattered throughout the levels. Collecting 100% of the doublons in each chapter will unlock a bonus game. Also, if you manage to collect 100% of the doublons in the 2nd, 3rd or 4th chapters, you will receive an extra underwear icon added to your health meter. You can see how many doublons are in a specific level by looking at the tally in the upper right-hand corner of the screen during gameplay or checking the level achievements table that appears after successfully completing a level.

Note: Some doublons cannot be acquired without the use of a Special Item. If you find yourself struggling to reach doublons and you just can't seem to reach them, try completing the Special Item challenges and coming back to them.



In the game.



The Flying Dutchman's Treasure

In order to collect the treasures of the Flying Dutchman, SpongeBob will have to collect three gem keys that are scattered throughout each level. Once he has collected them, he can unlock the main treasure chest located somewhere in that level and obtain one of the Dutchman's prized possessions. There are 10 main treasure chests

Items

SpongeBob's Bubble Wand - SpongeBob's main "weapon" is his bubble wand. This item is automatically equipped at the start of the game. You will be able to pick up various power-ups that will change the type of bubble that the bubble wand produces.

Normal Bubble (blue) - Used to trap enemies and use them as platforms. But be careful, enemies won't stay trapped for long...

Bounce Bubble (purple) - Used to make bubbles SpongeBob can jump on to get bounced up to hard-to-reach places. This bubble cannot trap enemies.

String Bubble (red) - Used to get rid of certain enemies and get through destructible obstacles.

Float Bubble (triquotize) - Used to make bubbles that SpongeBob can ride as they float upward. This bubble does not trap enemies.

The Game Screen

1. Bubble Bottle Display - Shows

which bubble is loaded into bubble wand.
See "SpongeBob's Bubble Wand" on page 9
for more information.

2. Special Item Icon - Shows which
item you currently have selected. See the
"Special Items" on page 11 for more
information.

3. DoubleOon Counter - Displays how many doubleoons you've collected so far.
4. Sponge Meter - How many SpongeBobs you have left is shown here.
5. Underwear Health Meter - SpongeBob's health is shown here.



Playing a Game

Select NEW GAME from the Main Menu and choose your difficulty level (NORMAL or HARD). Press the A Button to start your adventure!

Chapter Select

Select a chapter from the Chapter Select menu to begin a chapter. Use the Control Pad LEFT/RIGHT to highlight any game. Press the A Button to continue to the next chapter.

NOTE: You must play the first chapter before the other three chapters become unlockable.

Level Select

Select a level from the Level Select menu to start that level. Use the Control Pad LEFT/RIGHT to highlight any unlocked level, then press the A Button to continue.



Main Menu

New Game - Begin a new game of SpongeBob SquarePants: Revenge of the Flying Dutchman.

Continue - Enter a password to continue a previously played game. See SAVING AND LOADING on page 15 for more information.

Options - Customise the game with the following options:

SFX Volume - Use the Control Pad LEFT/RIGHT to adjust the volume of the sound effects in the game.

Music Volume - Use the Control Pad LEFT/RIGHT to adjust the in-game music volume.





A Button (Jump), then press and hold A Button
Glide (Use the Control Pad to glide
SpongeBob while he is inflated)
Blow Bubble
Blow Bubble Up
Cycle through Special Items
Activate Special Item
Pause Game/Skip Cutscene

A Button (Jump), then press and hold A Button

Note: To read signs and/or enter doors,
position SpongeBob in front of the sign or
doorway and press the Control Pad Up.

B Button
L Button
R Button
START

Controls

BUTTON
Menu Navigation
Control Pad
A Button
B Button
START

A Button
Control Pad DOWN
Control Pad UP/DOWN (hold)
Hold Control Pad DOWN + LEFT/RIGHT
Control Pad DOWN (hold) + A Button
Crouch/jump (use Control Pad
to guide SpongeBob into small crevices)
Jump/Continue cutscenes & dialog boxes
Jump and tuck into square spaces

ACTIION
Skip cutscene
Cancel selection; return to previous screen
Confirm selection
Highlight menu selections

Game Controls
Control Pad LEFT/RIGHT
Control Pad UP/DOWN (hold)
Hold Control Pad DOWN + LEFT/RIGHT
Control Pad DOWN (hold) + A Button
Crouch/jump (use Control Pad
to guide SpongeBob into small crevices)
Jump/Continue cutscenes & dialog boxes
Jump and tuck into square spaces



Getting Started

1. Turn OFF the power switch on your Nintendo® Game Boy Advance®. Never insert or remove a Game Pack when the power is on.
2. Insert the Game Pack of *SpongeBob SquarePants: Revenge of the Flying Dutchman* into the slot on the Game Boy Advance®. To lock the Game Pack in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to begin the game.

Our hero is a well-meaning and optimistic fellow, but trouble often seems to follow wherever he goes. SpongeBob loves his job at the Krusty Krab and enjoys jellyfishing, bubble art, karate, and the pursuit of the perfect Krabby Patty.

One day, as SpongeBob searches for his pet snail Gary, he stumbles across an old magic bottle. Unknowingly, SpongeBob releases the Flying Dutchman who orders SpongeBob to find and bring back his hidden treasures from his pirating heydays. Never being a sponge to back down from a challenge, SpongeBob decides to give it a go, but only after the Flying Dutchman agrees to grant him a wish upon successful return of the treasure. However, as SpongeBob begins to

complete this task, the Flying Dutchman reminisces about his swashbuckling days and decides to come out of retirement, enlisting SpongeBob's friends as his captive crew. Now, it's up to our hero to rescue them and put an end to the Dutchman's evil ways... and get his wish, too!

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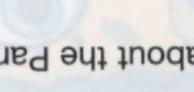
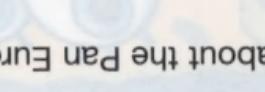
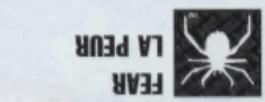
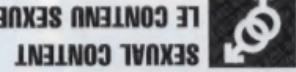
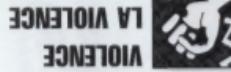


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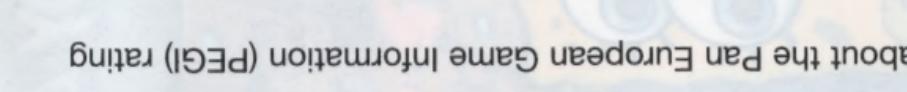
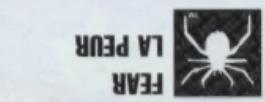
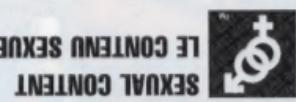
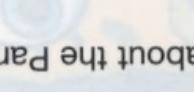
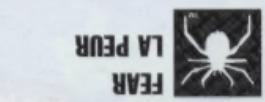
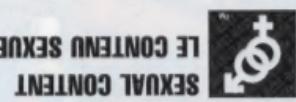
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Les catégories d'âge:
de tranche d'âge:



Note: There are some local variations in
quelles variations en
fonction du pays!



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The PEGI age rating system:
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Note: Il peut y avoir
quelques variations en
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